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## PM CCS

**Mission:** Equip soldiers with networked assured mobility, force protection and close battle systems for current operations and transformation

The Project Manager Close Combat Systems (PM CCS) is on a mission to equip soldiers with networked assured mobility, force protection and close battle systems for current operations and transformation. We do this through life cycle program management of weapon systems in the following categories:

- Networked Munitions
- Munitions
- Countermine
- Demolitions
- Non-Lethal



**PM CCS** Project Manager Close Combat Systems



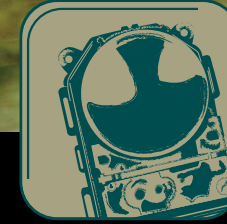
## NETWORKED MUNITIONS



## MUNITIONS



## COUNTERMINE



## DEMOLITIONS



## NON-LETHAL

PM CCS Mission: Equip soldiers with networked assured mobility, force protection and close battle systems for current operations and transformation

**Networked Munitions** are delivered by multiple means and operate across the full spectrum of operations to provide unattended area denial and immediate engagement effects. Networked Munitions systems bring us ever closer to the brilliant minefield concept as part of a networked battlespace.

Intelligent Munitions System (IMS)\*  
Spider (Anti-Personnel Landmine Alternative)  
Rattler (Anti-Personnel Landmine Alternative)  
Modular Pack Mine System (MOPMS)  
Wide Area Munition (WAM)

**Munitions** contribute to the combat effectiveness of our soldiers. They cover a wide range of items including grenades, shoulder launched munitions, handheld signals, countermeasure flares, target simulators and explosive devices.

Grenades  
Shoulder Launched  
Simulators  
Handheld Signals  
Countermeasure Flares  
Bangalore Torpedo  
Volcano Multiple Delivery Mine System \*



**Countermine** operations assure mobility and provide force protection by detecting, marking and neutralizing mines on the battlefield. Countermine capability is a layered approach including both ground and air systems. Explosive Ordnance Disposal equipment is also managed by this division.

Airborne Standoff Minefield Detection System (ASTAMIDS)\*  
Ground Standoff Mine Detection System (GSTAMIDS)\*  
Handheld Standoff Mine Detection System (HSTAMIDS)\*  
Mongoose Explosive Standoff Minefield Clearer (ESMC)\*  
Antipersonnel Obstacle Breaching System (APOBS)\*  
Interim Vehicle Mounted Mine Detector (IVMMD)  
Mine Clearing Line Charge (MICLIC)  
Explosive Ordnance Disposal Equipment

**Demolition** capability stops enemy mobility. It is carried out with smaller, lighter and more capable demolition devices, electronic timers, remote activation devices and selectable multipurpose munitions.

Rams/Magneto-Inductive System (RAMS-MI)  
Fighting Position Excavator (FPE)  
Gunfire Detection System (GDS)  
Urban Operations Set  
Ground Manned Enhanced Navigation System (GMENS)  
Remote Activation Munition System (RAMS)  
Selectable Lightweight Attack Munition (SLAM)  
Special Operations Forces Demolition Kit (SOFDK)  
Time Delay-Sympathetic Detonator (SYDET)  
Modern Demolition Initiators (MDI)  
Shock Tube Initiator (STI)  
Rapid Wall Breaching Kit (RWBK)



**Non-Lethal** systems apply to missions across the full spectrum of military operations. The Non-Lethal Capabilities Set provides the commander with an instant capability to support humanitarian assistance, military support to civil authorities, peace operations and noncombatant evacuations. Future development includes scaleable effects in support of the Objective Force.

Non-Lethal Capabilities Set  
Modular Crowd Control Munition (MCCM)  
Portable Vehicle Arresting Barrier (PVAB)  
Non-Lethal Mortar Munition\*  
Non-Lethal Cannon Munition\*



PM CCS

\*Future Combat System related programs